

Based on J.R.R. Tolkien's MIDDLE-EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™.

sea-lords of gondor™

Playable with



&

Rolemaster™

Pelargir and
Lebennin



Challenge pirates and Haradrim as you sail across the Bay of Belfalas. Journey to Lebennin, the "Place of Five Waters," the province in the heart of Gondor. Weigh anchor in Pelargir, jewel of the mighty Anduin river. Now home to the Royal Fleet, it is the finest port in the Kingdom, and the principal focus of the struggle against the Haradan privateers and the Corsairs of Umbar.

MEET THE SEA-LORDS AND EXPLORE:

- PELARGIR, port city of the Faithful
- TOLFALAS, the beautiful isle of fire
- LEBENNIN, the Province of the Five Rivers
- THE MOUTHS OF THE ANDUIN, the eerie delta on the Bay of Belfalas.



Eneyn-in-Onodlo

Nindalf

Forchilien

Cirich Gorgor

Durthang

Udûn

Can Ang

Απόλιεν

Min-Rimmen

Ecelas

Nandol

Tuwan-in-Dauedon

Eilenach

Awen Din

Casa Andros

Cirich Ungol

Minas Ichil

Osgiliath

Ichilduin

Minas Tirith

Lossornach

Emyn Annen

Cebos

Lochen











Cûm Taran

Cirich Dunhandia

Ammanoun

Gelidun

Linhya

Fanuland

Lebinnovee

Echir

Anduin

Toldit

Belgalas

Endit

Mechin

Metraet
(Mechraet)

Tolgalas

Eichel Tunin





Castle of the Guard

Fiddler's Green

ANCIENT MARKET

MIDDLE

MOAT

TOWN

LORD'S TOWN

THE GARTH

Boulevard of

Sea-lords Tower

SEA-LORDS' ISLE

OLD PORT

13

12

14

10

9

17

16

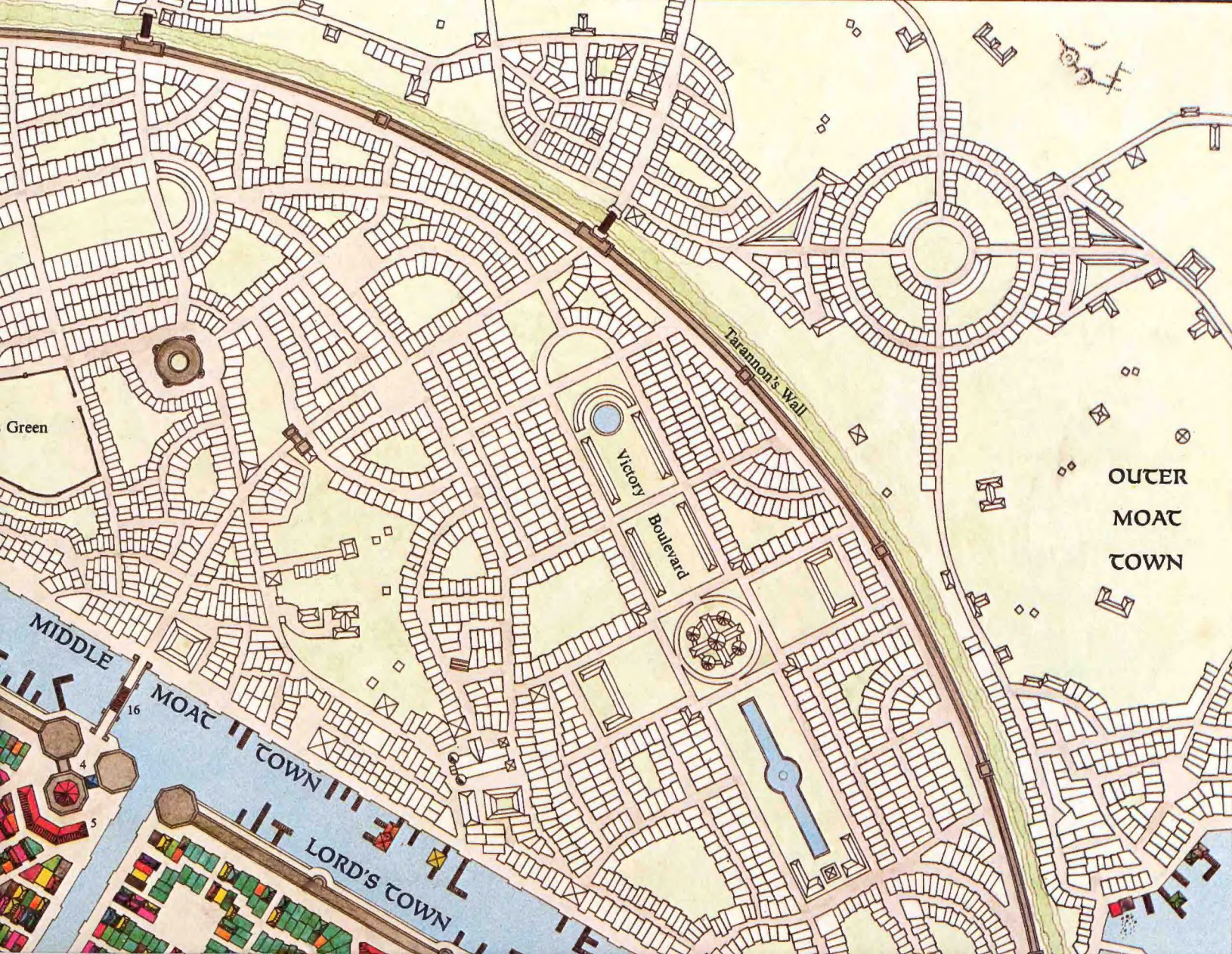
5

4

4

2

11



Green

Tarannon's Wall

Victory

Boulevard

OUTER
MOAT
TOWN

MIDDLE
MOAT

16

TOWN

LORD'S TOWN





THE GARTH



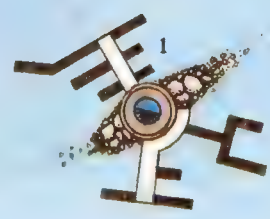
SEA-LORDS' ISLE

Boulevard of Nobles

Avenue of the Perilous

FAITHFUL QUARTER

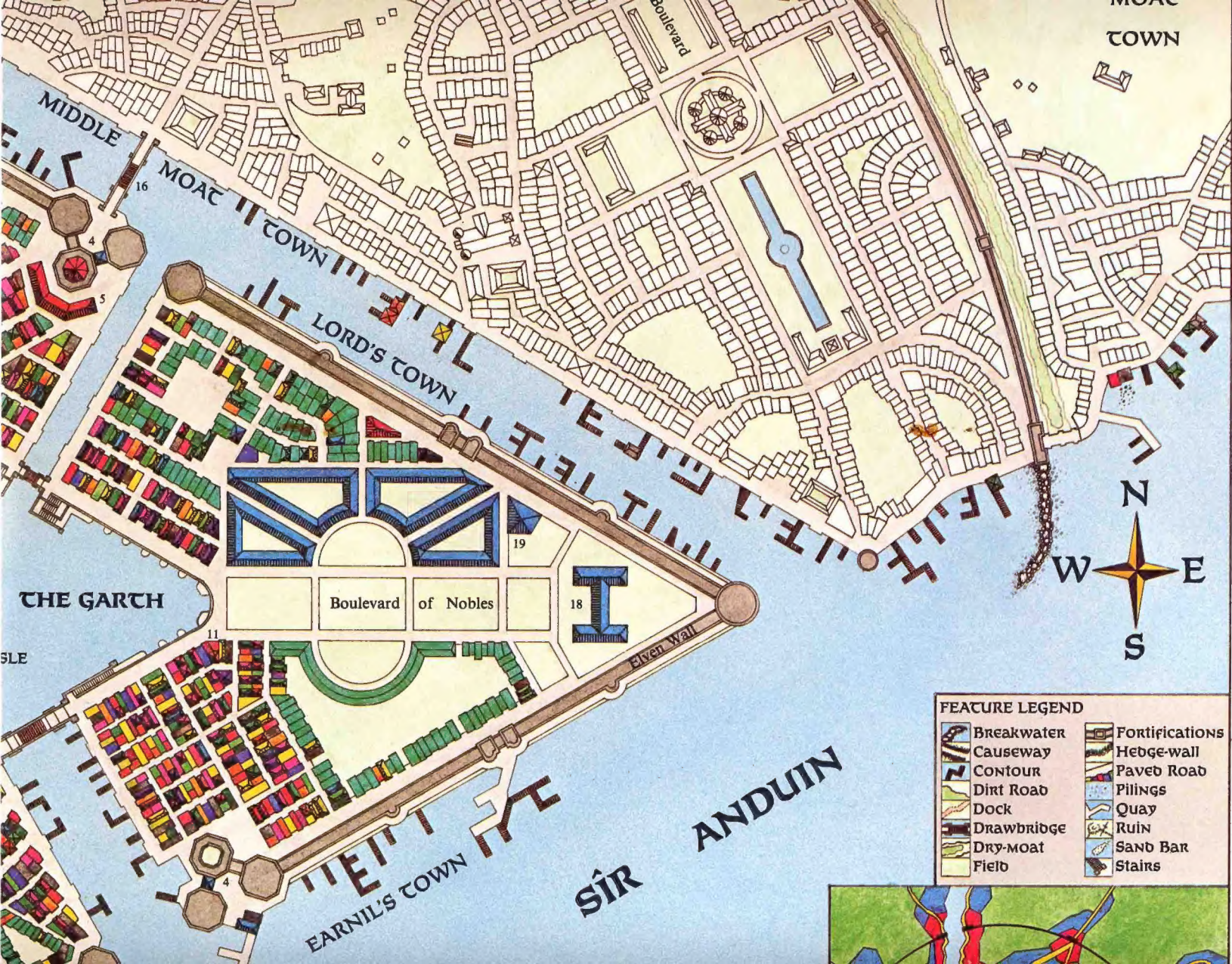
EARNIL'S TOWN



0 100 200 300 400 500 feet

KEY TO OLD

- Admin./
- Alchemist
- Armorer
- Astrologer
- Barrack
- Brewery
- Brothel
- Cobbler
- Cooper
- Fishery
- Fletcher
- Foodme
- Granary
- Great-ho
- Healer
- Herbalis
- Inn
- Jeweler
- Lampma



MIDDLE

MOAT

TOWN

LORD'S TOWN

THE GARTH

Boulevard of Nobles

18

19

11

EARNIL'S TOWN

SIR

ANDUIN

TOWN



FEATURE LEGEND

	Breakwater		Fortifications
	Causeway		Hebge-wall
	Contour		Paved Road
	Dirt Road		Pilings
	Dock		Quay
	Drawbridge		Ruin
	Dry-moat		Sand Bar
	Field		Stairs





OUTER
SIRITH
TOWN

Widow's
Green

House
of
Royals

SIRITH
MIDDLE

PELARGIR

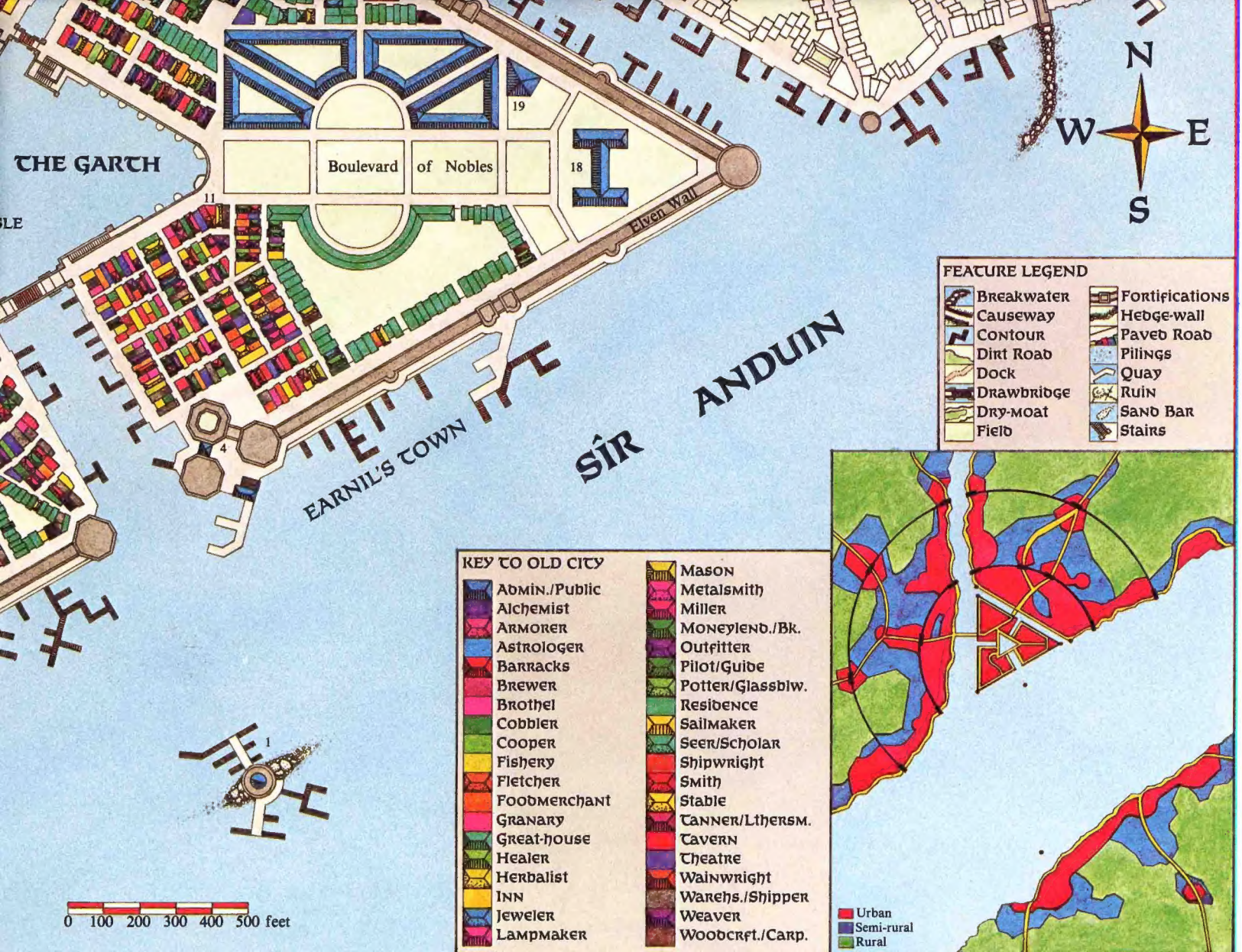
Population 49,300

GLADE QUARTER

Avenue of the
Perilous

FAITHFUL
QUARTER

Sea-lords Tower
SEA-LORDS'



sea-lords of gondor

In Pelargir, the Faithful of Numenor built their new homes, and in this magnificent harbor Castimir the Usurper became Lord of the Corsairs during the bloody Kin-strife. Here, Aragorn seized the Black Fleet which turned the tide at the Battle of Pelennor Fields.

A Campaign Module suitable for use with MIDDLE-EARTH ROLE PLAYING™ (MERP), ROLEMASTER™ FANTASY HERO™, and most other major Fantasy Role Playing Games.



SEA-LORDS OF GONDOR includes:

- 8 FULL-COLOR PAGES: a beautiful 4 page city map of Pelargir, and 4 pages of regional maps.
- MAJOR LAYOUTS: the towns and citadels of Lebennin, the watch-towers of Tolfalas, and the hidden haunts of the Mountain Folk.
- CORSAIRS AND SEA-LORDS: the two adversaries seeking control of the vital sea-lanes of the Bay of Belfalas.
- SHIP PLANS: deck views, specifications, and guidelines for sea adventures.

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